

DTF-7 Fast And Furious Polish



At-start OB SW Purchases (6 SWPP):

Stone Bridge = _____ - _____

Hidden MMC/SW/SMC:

DTF-7 Fast And Furious German



Armor Leader in _____ ID: __

Progress Towards Victory Conditions:

Game Turn	1	2	3	4	5	END
Bridge VP	___	___	___	___	___	___
+ Exit VP	___	___	___	___	___	___
- German AFV	___	___	___	___	___	___
VP Total	___	___	___	___	___	___

German win = 2 VP

AC MP Costs

Open Ground: 3 MP

Road: 1 MP

Orchard: 3 MP

Brush: 4 MP

Woods: ALL (Bog Check)

Hill: 4 MP + COT

Elevation Change during Rain: + 1 MP

Bypass Open Ground 1 Hexside: 6 MP

DTF-8 The Art of War People's Liberation Army



At-start OB SW Purchases (11 SWPP):

Reinforcements SW Purchases (2 SWPP):

Hidden MMC/SW/SMC:

Bore-sighted hexes (MMG/HMG/.50 Cal HMG):

DTF-8 The Art of War Republic Of China



SW Purchases (12 SWPP):

Dare-Death Squads (3):

Progress Towards Victory Conditions

Game Turn	1	2	3	4	5	END
multihex buildings	___	___	___	___	___	___
- ROC AFV	___	___	___	___	___	___
VP SCORE	___	___	___	___	___	___

ROC Win = 9 VP

Applicable Rules for People's Liberation Army (PLA) based on CPVA (W7.)

W7.2 MMC Step Reduction

W7.3 Leader effects on MMC Morale

W7.31 Political Officers

W7.6 HS Infantry OVR

W7.9 Stealthy; Heat Of Battle; Leader Creation; Civilian Interrogation

7.91 SW use; Crewed MMG/HMG; 1st Line MMC use of DC